

Figure 1  
Prior art

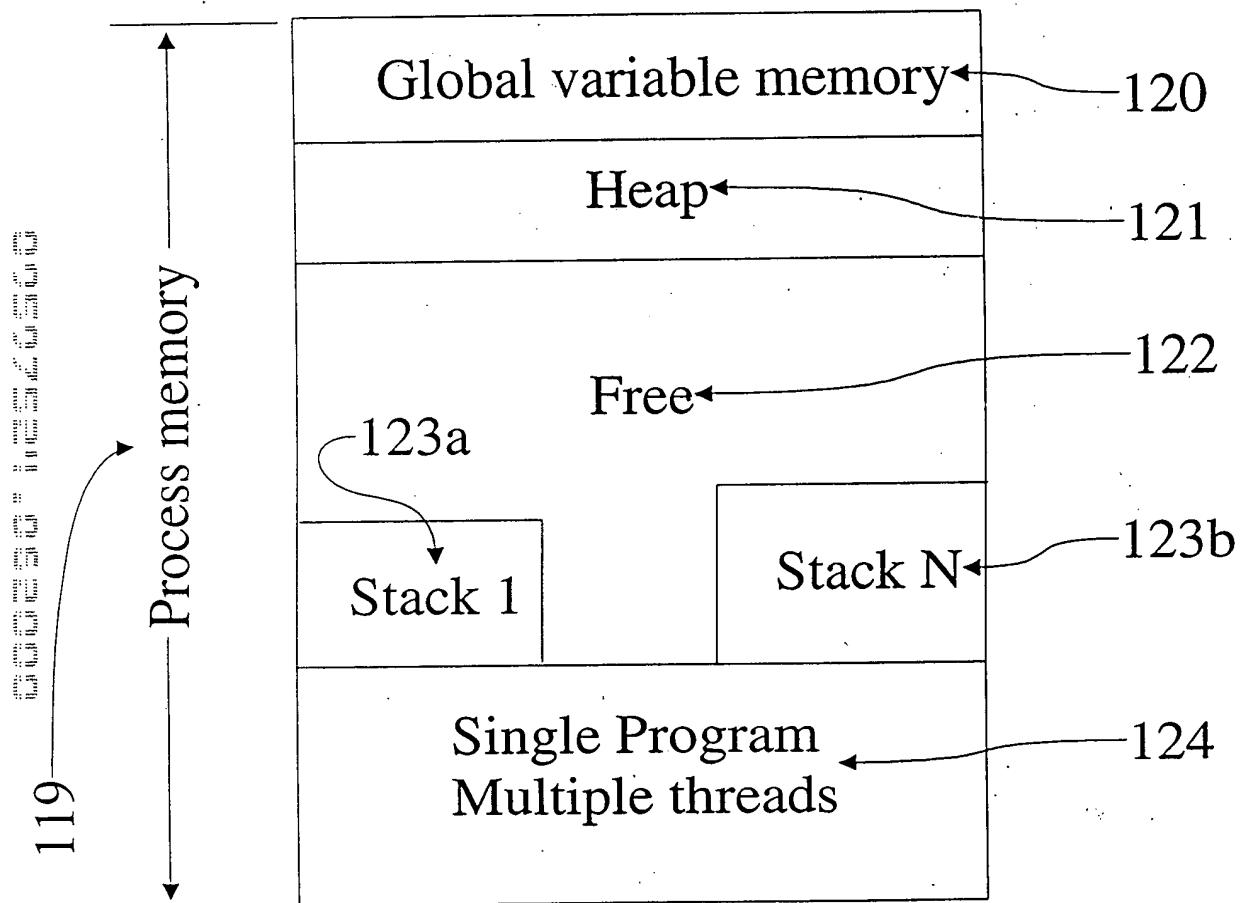


Figure 2  
Prior art

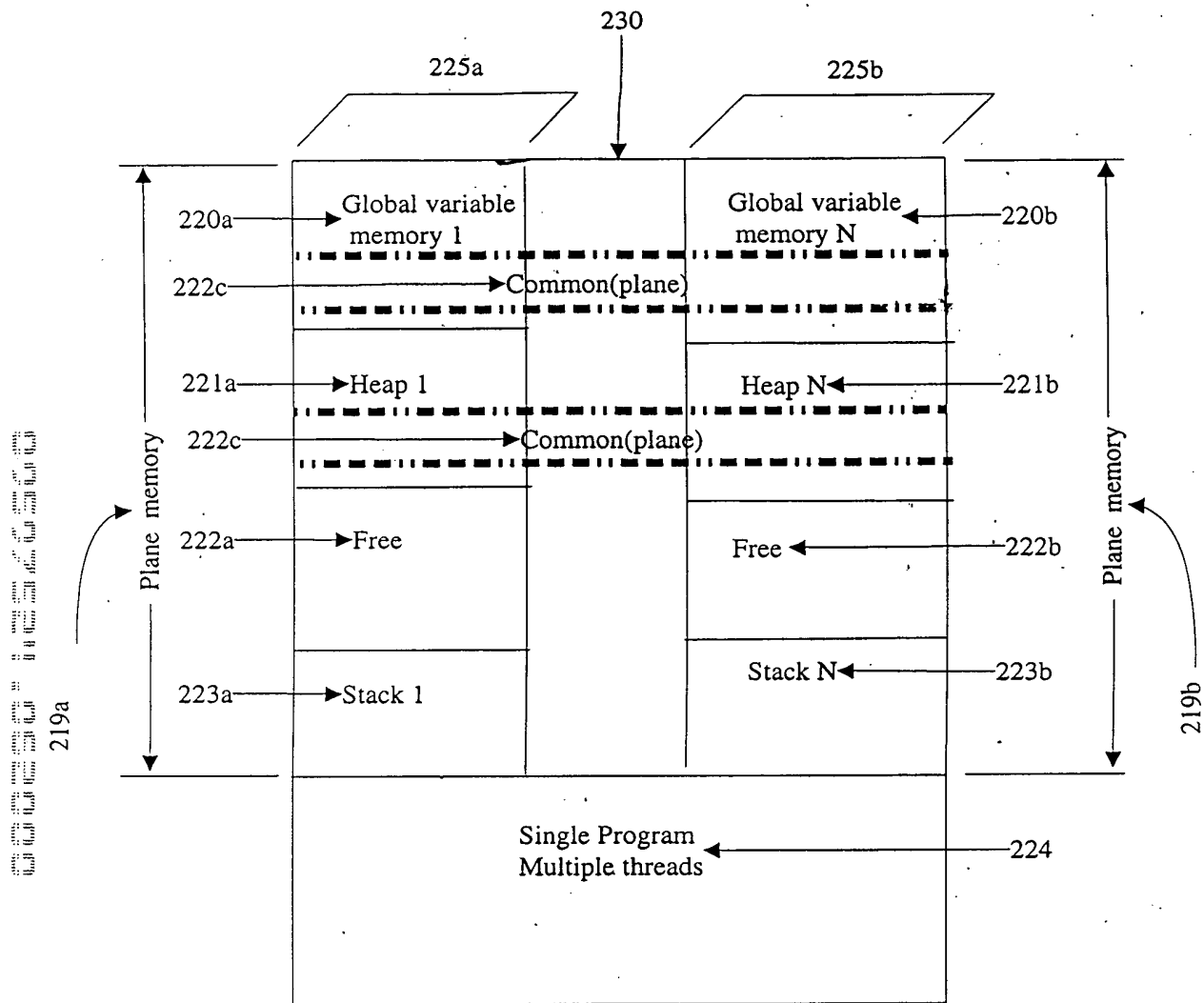


Figure 3

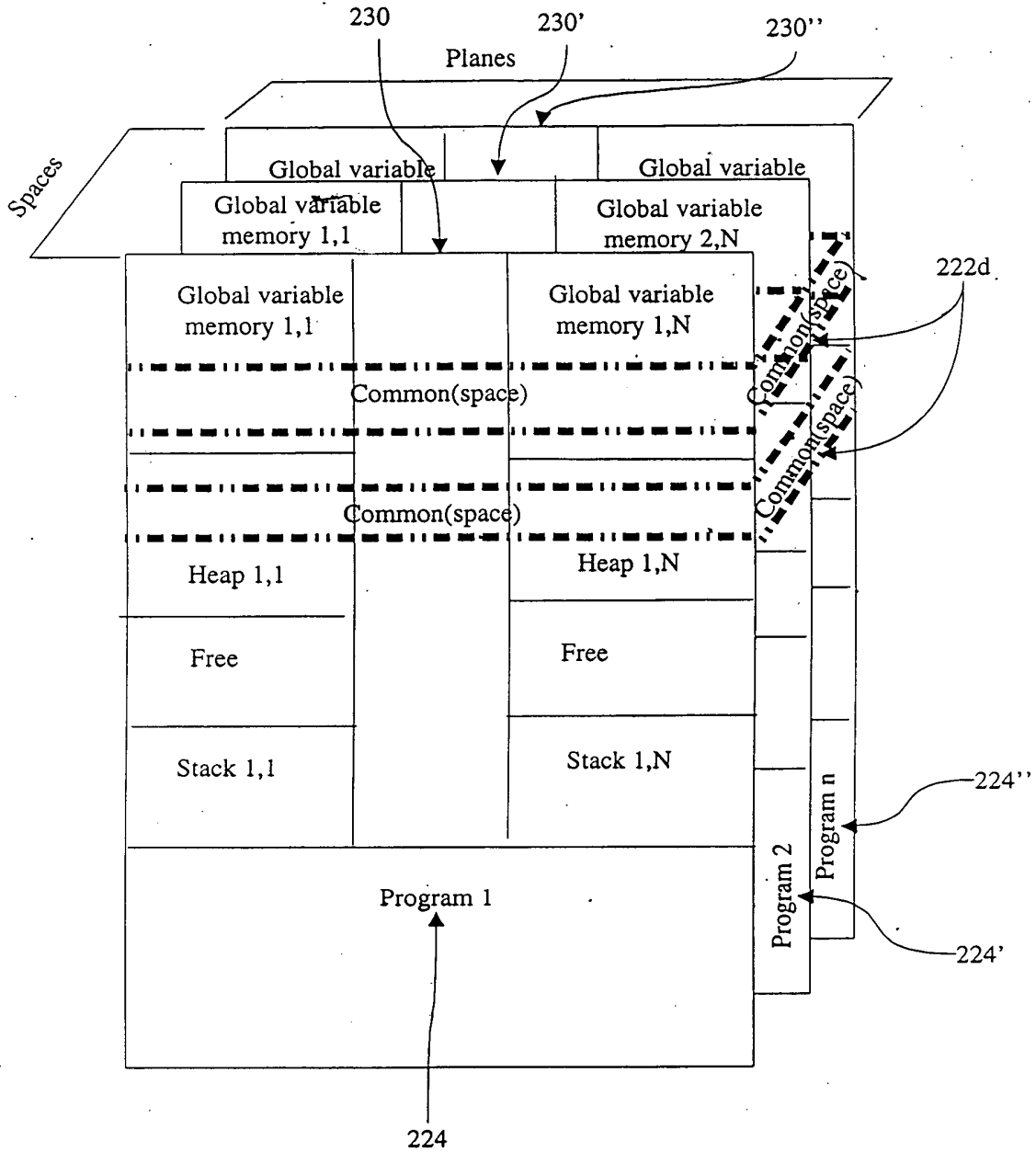
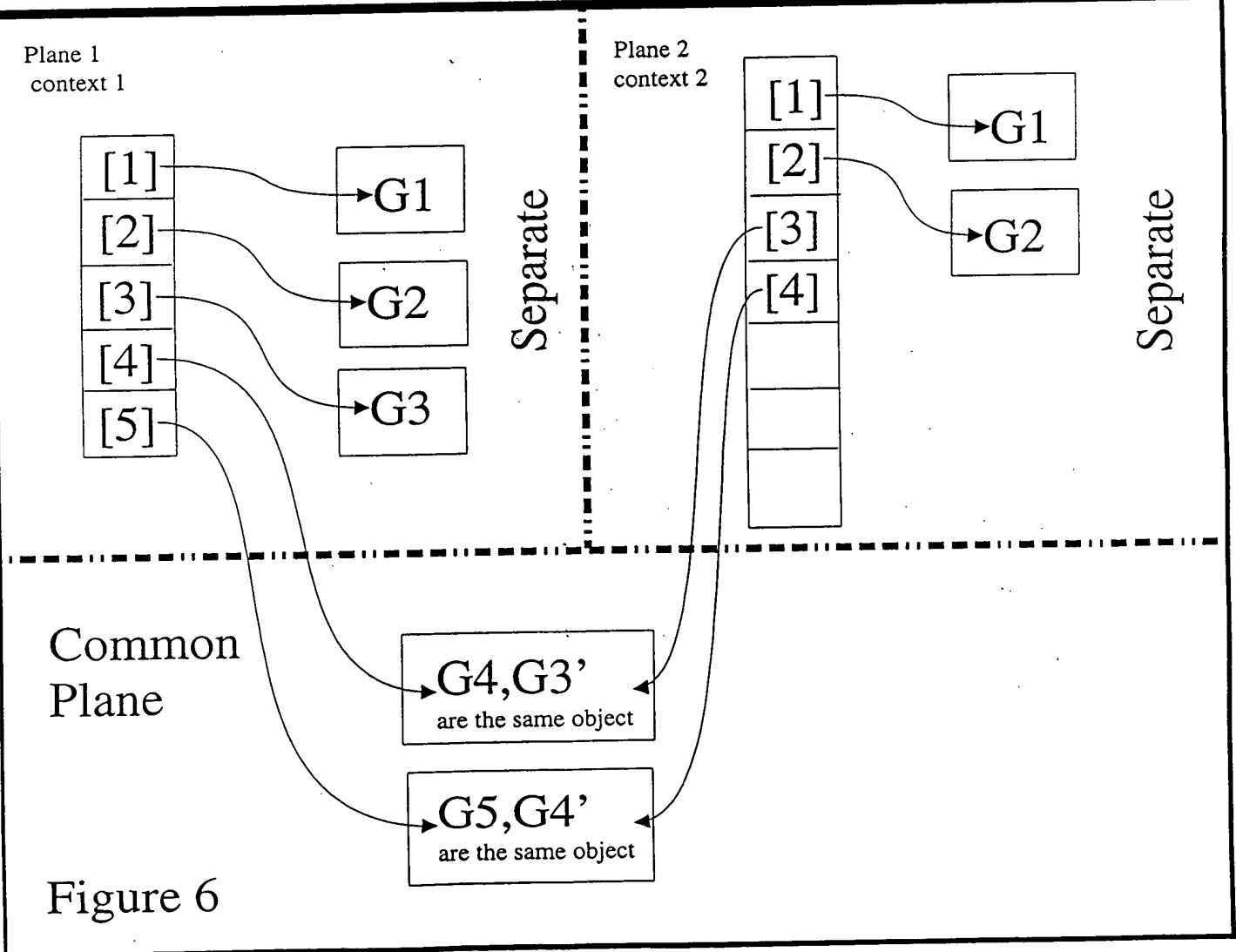


Figure 4

<p>Plane 1: &lt;--&gt; Context</p> <p>Thread 1 (flow of control)</p> <p>Heap 1</p> <p>Stack 1</p> <p>Global data 1</p>	<p>Plane N: &lt;--&gt; Context</p> <p>Thread N (flow of control)</p> <p>Heap N</p> <p>Stack N</p> <p>Global data N</p>
Program structure 1	
Common Data "common(plane)"	

Figure 5



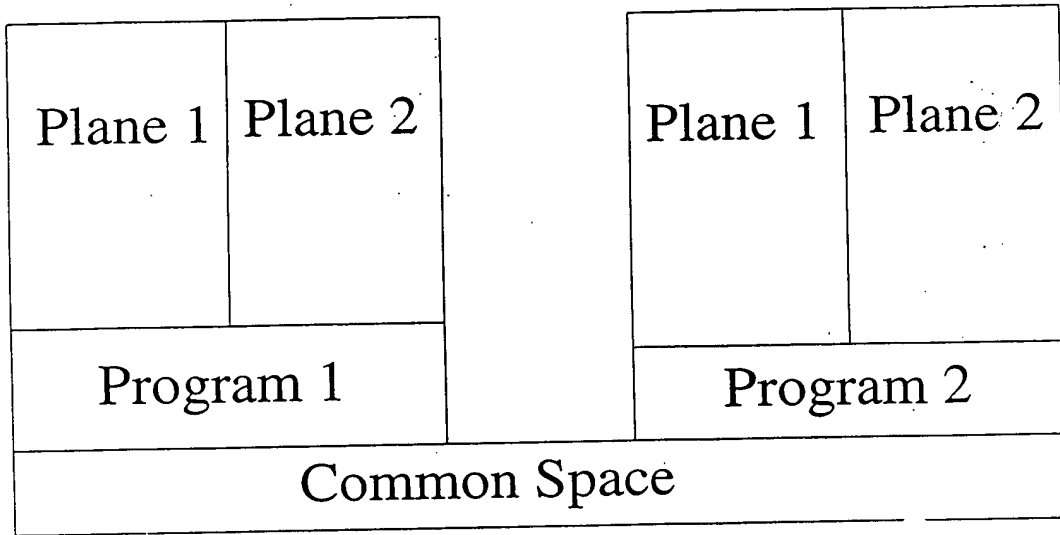


Figure 7

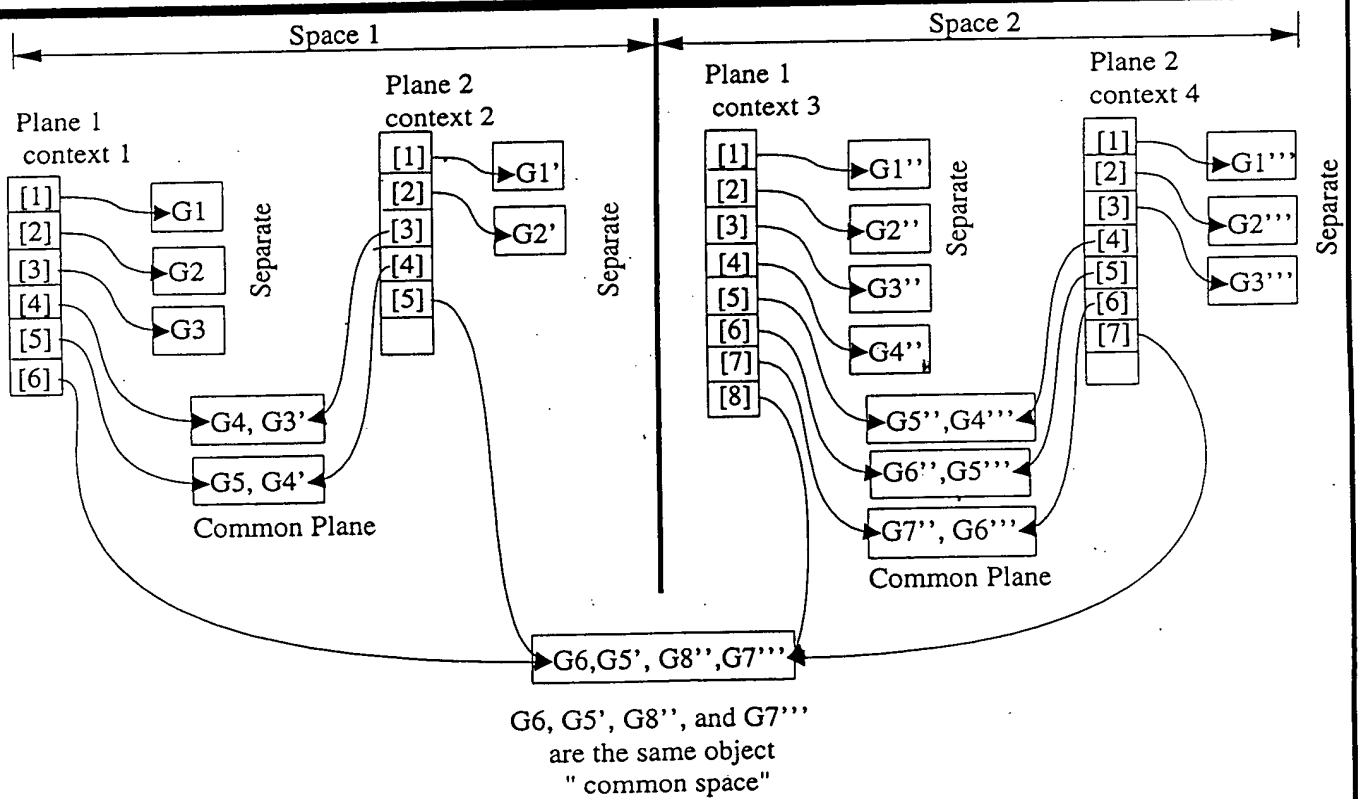


Figure 8

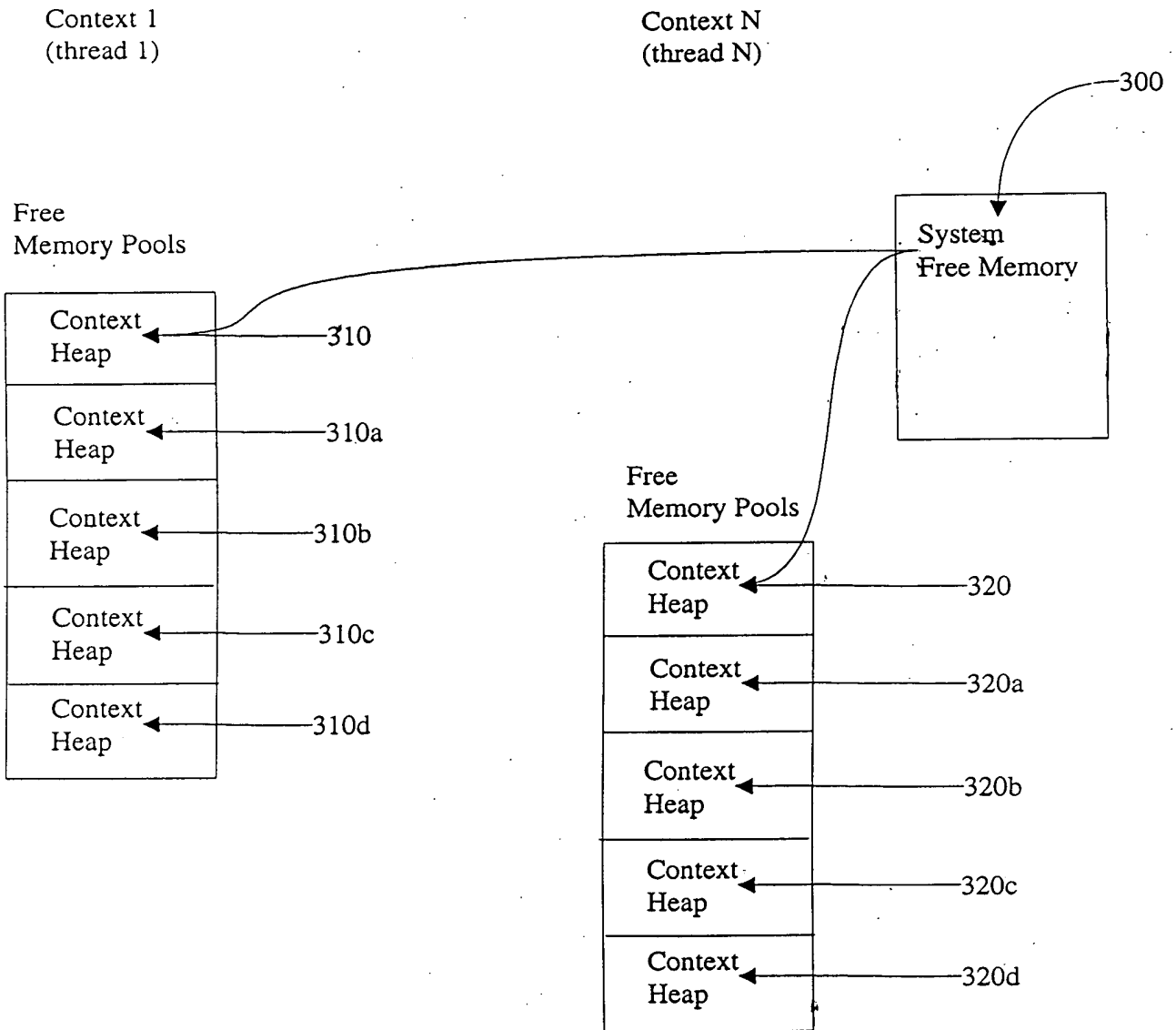


Figure 9

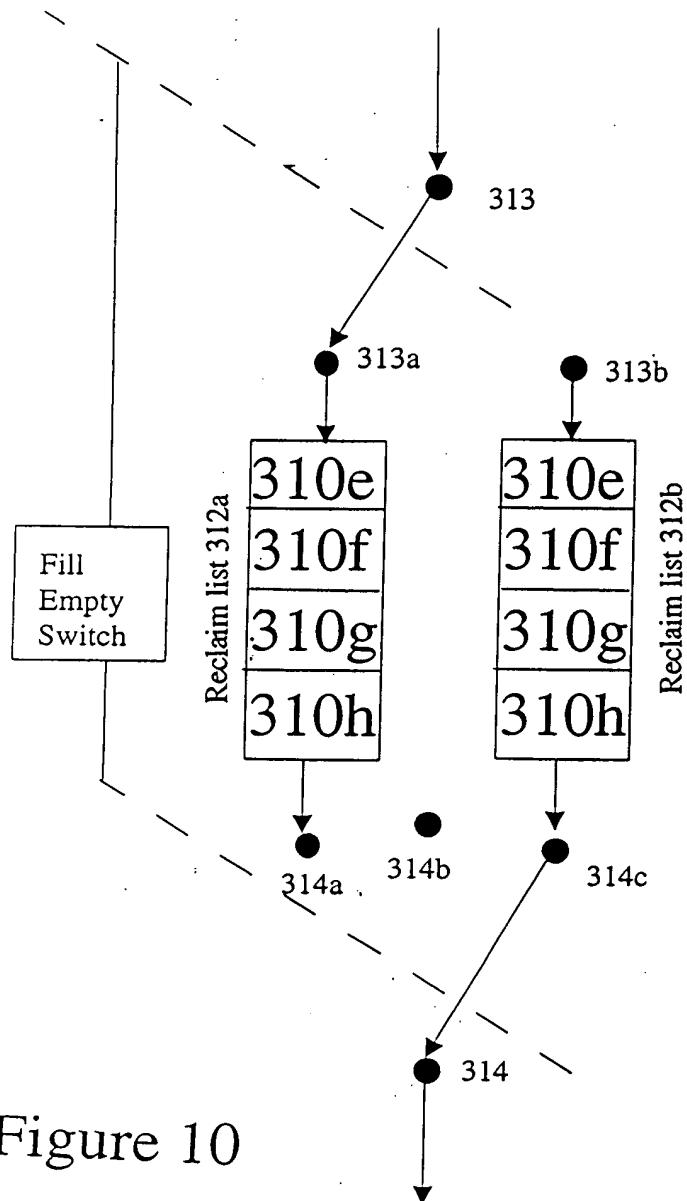
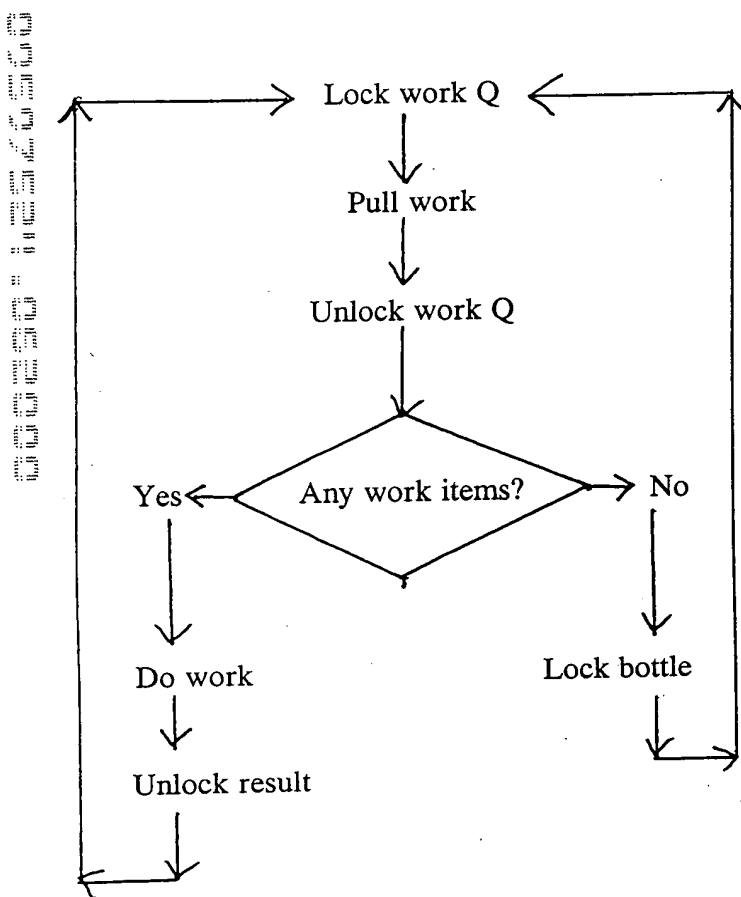


Figure 10



FIG. 11

**First Thread**  
Bottle Born Locked



**Second Thread**  
Launcher

